

**REMARKS/ARGUMENTS**

In the Office action mailed on March 14, 2007, the Examiner rejected claims 13, 15, 17, 20-23 and 28 under 35 U.S.C. §102(b) as anticipated by Maeda et al. in US 6,965,643 ('643).

The Examiner also rejected the following claims as unpatentable under 35 U.S.C. §103(a):

claims 16, 31, 33, 34, and 36 over ('693) in view of US 6,683,992 to Takashi et al. ('992);

claims 14 and 35 over ('693) in view of US 6,081,554 to Lee et al. ('554);  
claim 19 over ('693) in view of US 6,594,395 to Forchheimer et al. ('395);  
claims 24 and 25 over ('693) in view of US 6,909,810 to Maeda ('810);  
claims 18, 29 and 37 over ('693) in view of US 7,110,459 to Srinivasan ('459);  
claims 1, 2, 7-8, 10 and 12 over ('693) in view of ('992);  
claim 3 over ('693) in view of ('992) and ('554);  
claims 4 and 5 over ('693) in view of ('992) and ('459); and  
claims 6, 9 and 11 over ('693) in view of ('992) and ('395).

The Examiner found claims 26, 27, 30 and 32 to be allowable if rewritten in independent form including all the limitations of the base and intervening claims.

**Status of Claims and Support for Changes in the Claim Listing**

Claims 1 through 37 were pending.

Claims 1-25, 27, 29, 31, and 33-37 were rejected.

Claims 5 and 32 are cancelled by this Amendment.

Claims 1, 2, 4, 6, 8, 13, 26-28, and 30 are currently amended.

Claims 1-4, 6-31, and 33-37 are currently pending in the application

Any amendments and cancellations detailed here should not be construed to have been made in order to overcome prior art unless specified otherwise.

Claims have been amended in order to clarify the subject matter of the application. In making these revisions and additions, care has been taken to ensure that no new matter has been added.

Claim 1 is amended to include limitations of claim 5 and noise suppression algorithm from specification page 47, line 25 to page 48, line 5.

Claim 6 is amended to independent form including limitations of original claims 1, and algorithm for 3D coding supported by specification page 26 lines 4-17 and page 27, lines 26-30, and preferred embodiment on page 28.

Claim 3, 4, and 8 are amended to clarify the matter of invention.

Claim 13 is amended to include limitations of claim 32, and now is presented in allowable form as suggested by the examiner, and claim 32 is cancelled.

Claims 26, 27 and 30 are amended to independent form including all the limitations of original base claim 13 and all the intervening claims.

Claim 28 is amended to depend upon claim 27.

Applicant appreciates the time and consideration provided by the Examiner in review this application and finding claims 26, 27, 30 and 32 allowable but respectfully request to reconsider the rejections of the rest of the claims at least for the following reasons.

#### **Claim 1**

The Applicants amended claim 1 to include the limitations of claim 5 and a noise suppression algorithm as indicated above. The prior art given in the Office Action ('643), in combination with ('459) mention only a possibility of using the noise suppression step without further details.

However, in the description of the Preferred Embodiment of the present invention is given a detailed description of the noise suppression procedure (page 45, lines 25-32 and page 46, lines 1-15). Claim 1 is amended to include the noise suppression unit with a noise suppression algorithm. Applicants believe that none of the prior art references, alone or in combination describe or suggest a video codec with a noise suppression unit performing according to the algorithm claimed in amended claim 1.

Applicants respectfully submit that the claim 1 as presently amended is novel and unobvious in view of the prior art, and thus is allowable. Claims 2-5 and 7-12 are also allowable as dependent upon claim 1.

#### **Claim 6**

Claims 6 is amended to independent form by including limitations of claim 1 and a 3D algorithm as specified above. In the prior art given in the Office Action ('395, col. 6, lines 12-53) is given a description of 3-D objects motion estimation based texture prediction. This estimation (in '395) is based on the Kalman filtering for the dynamic process of the 3D objects physical motion with observer and random noise disturbance, which may be repeated both in encoder and decoder. This estimation procedure results in the prediction of the frames texture, which is intended for calculation and further compression of the residual signal between the prediction and the current frame.

Unlike the 3-D objects motion estimation method of ('395), our coding algorithm described in the Preferred Embodiment and now included in claim 6 does not include any texture prediction but comprises just three-dimensional blockwise discrete texture transform of 8-frames groups using DCT and possibly wavelets. The method implies the encoding of the quantized coefficients of three-dimensional blocks transforms belonging to the whole 8-frames group, not single frames.

Applicants believe that none of the prior art references, alone or in combination describe or suggest a video codec with a 3-D coding unit performing according to the algorithm as claimed in amended claim 6.

Applicants believe that claim 6 is now is allowable over the prior art.

#### **Claims 14-25**

The dependent Claims 14-25 and 33-37 depend upon allowable claim 13 as presently amended, and therefore also can be allowed.

#### **Claims 28, 29 & 31**

The dependent Claims 28, 29 and 31 depend upon allowable claim 27 as presently amended, and therefore also can be allowed.

The present response is intended to be fully responsive to the rejections raised by the Examiner and is believed to place the application in condition for allowance. Favorable reconsideration and allowance of the application is respectfully requested.

Respectfully Submitted,

A handwritten signature in black ink, appearing to read "L. Safonov", followed by a horizontal line.

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Lilia I. Safonov  
Registration No. 45,967

FITCH, EVEN, TABIN & FLANNERY  
120 South LaSalle Street  
Suite 1600  
Chicago, Illinois 60603-3406  
Telephone: (312) 577-7000  
Facsimile: (312) 577-7007